

FIG. 3

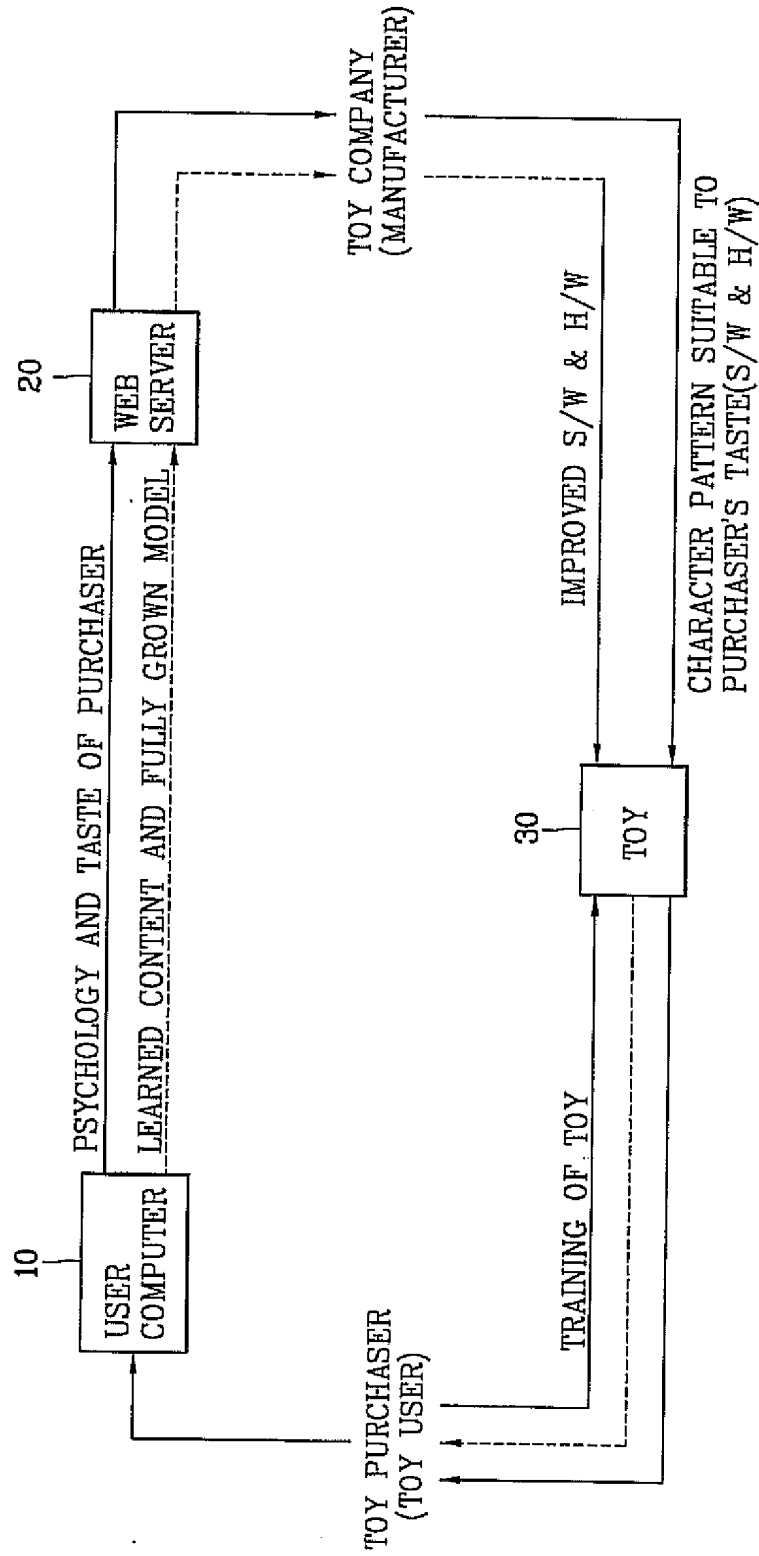


FIG. 6

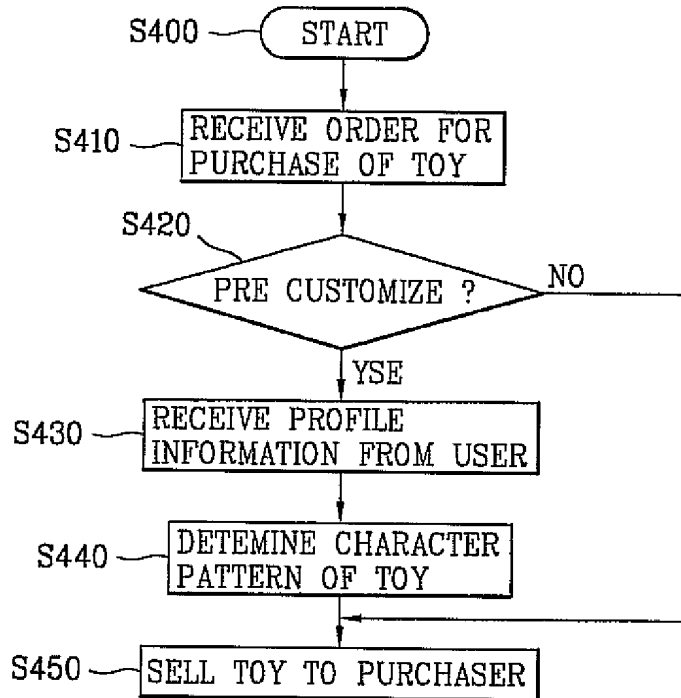


FIG. 7

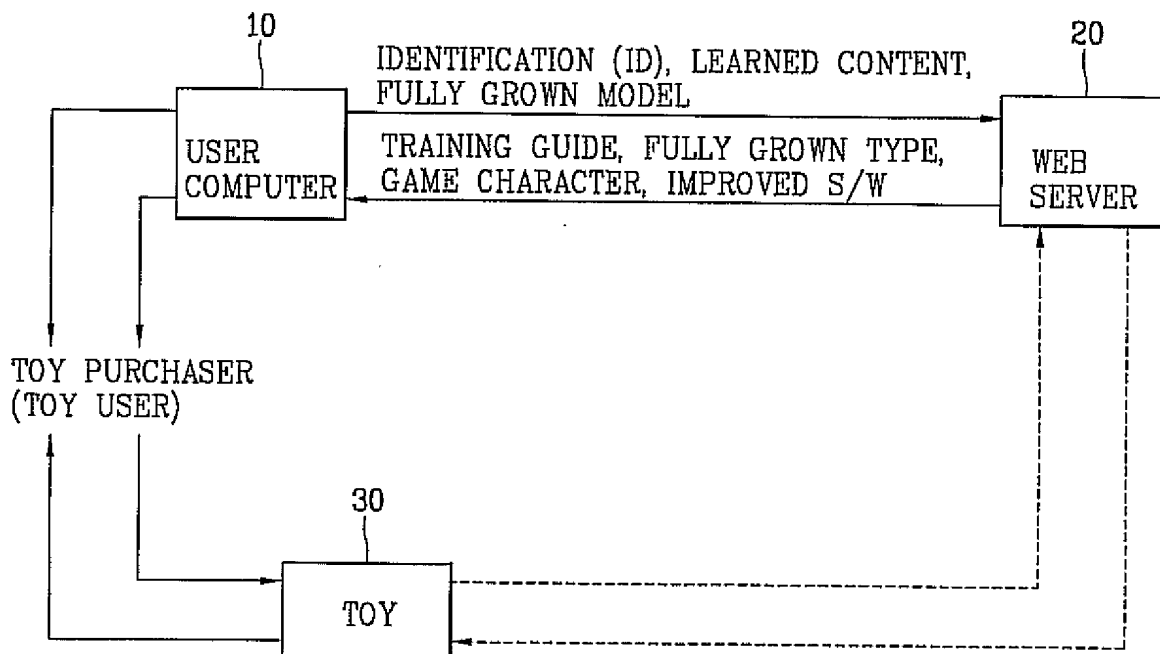


FIG. 8

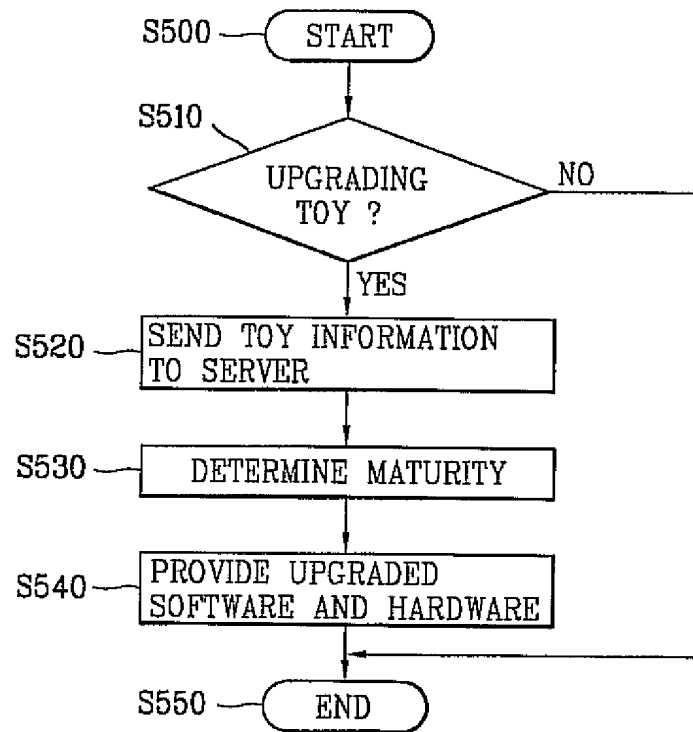


FIG. 9

| |
|----------------------------------|
| SEX OF PURCHASER |
| BLOOD TYPE |
| DATE OF BIRTH |
| FAVORITE ANIMAL |
| FAVORITE FOOD |
| INQUIRIES FOR TESTING PSYCHOLOGY |

FIG. 10

1. WHICH ACTORS AND ACTRESSES OF YOUNGER GENERATIONS DO YOU KNOW OF ?
2. WOULD YOU TAKE A NOVEL MEDICINE, IF ANY ?
3. IF YOU MEET AN ANIMAL IN MOUNTAIN CLIMBING, WHAT WOULD IT BE ?
4. IF YOU TAKE OUT A BEAD FROM A WRAPPER, WHAT COLOR WOULD IT BE ?
5. IF YOU GOT ONE BILLION WON, WHAT WOULD YOU SPEND THE MONEY ON ?
6. IF YOU WERE TO DIE TODAY, WHAT THREE THINGS WOULD YOU LIKE TO DO MOST ?

FIG. 11

| CHARACTER PATTERN | INTERESTED FIELD OF TOY | SOFTWARE CHARACTERISTICS OF CONTROLLER OF TOY |
|-------------------|-------------------------|-----------------------------------------------|
| TALENTED TYPE | CONVERSATION | VOICE RECOGNITION AND SYNTHESIS |
| ARTISTIC TYPE | MUSIC | MOTION DATABASE FOR DANCE MOTION |
| SOCIABLE TYPE | CONTACT | UTILIZING SENSOR |
| ATHLETIC TYPE | MOTION | WALKING MANNER ALGORITHM DATABASE |

FIG. 12

| USE TIME | TIME | WEIGHT FUNCTION ACCORDING TO THE FINALLY GROWN MODEL | MATURITY |
|----------------------------|--------------|---------------------------------------------------------------|----------|
| NUMBER OF CHARGING | ACTIVITY | | |
| NUMBER OF REACTION | FAMILIARITY | | |
| LEVEL OF VOICE RECOGNITION | INTELLIGENCE | | |

FIG. 13

| | FIRST STEP | SECOND STEP | THIRD STEP | FOURTH STEP | EVENT PARTICIPATION -STEP |
|-------------|-----------------------------------------|-------------------|---------------------------|-----------------------------|---------------------------|
| TALENTED | VOICE RECOGNITION | MANAGING SCHEDULE | DYNAMIC CHATTING | SYNCHRONIZATI ON TO GAME | |
| EDUCATIONAL | MOTION PATTERN | PC PACK | ENGLISH VERSION | | |
| ARTISTIC | PLAYING INSTRUMENT | MP3 REPRODUCTION | DANCE ALGORITHM | | DANCE CONTEST |
| SOCIABLE | HAIR | TODDLING 1 | VOICE FILE (ENTERTAINERS) | TODDLING 2 | PET CONTEST |
| ATHELETIC | PACE ALGORITHM | LEG 1 | PROGRAMMED PATH BY PC | LEG 2 | RACE CONTEST |
| SECURITY | VOICE RECOGNITION | | BATTLE WALKING | WEB CAMERA | |
| BATTLE | VOICE RECOGNITION | SWORD ARMOR | | GUN WING | CYBER BATTLE ROUND |
| USER | ADOPTING A SOFTWARE DEVELOPED BY A BUFF | | | | |